

2022-2023 WCAC/IAC/MAC BASKETBALL SHOT CLOCK PROCEDURES

10-Second Back Court Guidelines

1. Teams will have 10 seconds to bring ball from back court to front court
 - When shot clock shows 20 seconds a 10 second violation has occurred
 - If the ball is in the air from back court to front court, a 10 second violation has occurred
2. If a time out is called in the back court, a new 10-seconds in the back court is awarded
 - For example, if the shot clock shows 25 seconds, a back court violation would occur at 15 seconds
3. New 10 second count on all stoppages of play, with the following exceptions:
 - Defense knocks the ball out of bounds, or
 - Held ball retained by the Offense, or
 - Double technical foul.

Note: Defensive Time Out subsequent to any of the stated exceptions will not result in a new 10 second count.
4. If there is no shot clock present or if there is less than 30 seconds remaining in the period, a manual 10 second will be used

Shot Clock Guidelines

1. A shot clock try for a field goal is defined as the ball having left the player's hand(s) before the sounding of the shot clock horn and subsequently striking the basket ring or entering the basket.
2. The team in control shall attempt a try or tap for goal within 30-seconds after gaining team control (Boys and Girls).
3. The shot clock is used for the entire game, including overtime. If one, or both, shot clocks are not working, the shot clocks will be turned off and regular NFHS Rules will apply (Ten second visible count to move the ball from backcourt to frontcourt for both boys and girls).
4. The shot clock operator should use a timing device with a horn different from the game clock. Officials shall test both horns prior to the game.
5. The shot clock should start:
 - On a throw-in when the ball is legally touched by any player.
 - On a jump ball when a player gains control of the ball.
 - On an unsuccessful try when a player gains control of the ball.
 - On an unsuccessful free throw that will remain in play when a player gains control of the ball.
6. The shot clock should **reset to 30 seconds** when:
 - After a score by an opponent.
 - After a change of team control and the ball remains live.
 - Held Ball in the **Offensive Front Court**- The AP Arrow favors the defense.
 - A try or tap strikes the ring or flange and control is gained by the non-shooting team.
 - Single Personal Foul against the defensive team while the ball is in control of the offensive team in the back court.
 - On all single technical fouls. (NF)
 - Inadvertent whistle and neither team are in control. The game will continue with a 30 second reset when the ball is inbounded in the back court.
 - During a jump ball and there is an out of bounds violation and the awarded team receives the ball in their back court.
7. The shot clock should **reset to 20 seconds or the time remaining whichever is greater**:
 - A personal foul ruled on the defensive team in the offensive team's front court.
 - Kicking Violation by the Defense in the Offensive Team's Front Court or Back Court.
 - Fisting Violation by the Defense in the Offensive Team's Front Court or Back Court.

- An inadvertent whistle occurs when there was no player or team control at the time of the whistle and the AP Arrow favors either team for a throw-in in the front court.
8. The shot clock should **Reset to 20 Seconds**:
- The Offensive Team is the first to gain control of the ball in their front court after an unsuccessful field goal or free throw that remains in play, that contacts the ring or flange.
 - Rebound Foul against the defense that occurs on an unsuccessful free throw that will remain in play, an unsuccessful field goal that strikes the ring or flange; or during a successful try and the offensive team is not in the bonus and the offense is inbounding the ball in the front court
 - The offensive team retains possession after an unsuccessful free throw that remains in play, or unsuccessful field goal that contacts the ring or flange and the ball goes out of bounds.
 - The Offensive Team retains possession after a Held Ball in the front court. The AP Arrow favors the offensive after an unsuccessful free throw that will remain in play, or an unsuccessful field goal attempt that contacts the ring or flange.
 - Try or Tap Striking the Ring or Flange and there is a Kicking or Fisting Violation on the Defense.
 - The Offense turning the ball over in their **back court** as a result of a violation or player control or team control foul.
 - A Held Ball occurs in a Team's Backcourt and the ball is awarded to their Opponent's in their Front Court.
 - A5 in their front court throws a pass to A4 and the ball goes out of bounds in Team A's backcourt. Team A caused the ball to go out of bounds.
 - During a jump ball, one team causes the ball to go out of bounds, the other team is awarded the ball in their front court.
9. The shot clock will **not Reset**:
- Time Outs.
 - Double Personal Fouls
 - Double Technical Fouls
 - Injury
 - Blood Scenarios.
 - Pass hitting the Ring.
 - Held Ball and the Arrow favors the Offensive Team when the Offensive Team did not lose Team Control
 - Loss of Contact lenses.
 - Ball caused to be out of bounds by the defensive team.
 - Try or Tap not touching the Ring or Flange.
 - Inadvertent Whistle and a Team is in Control of the ball